

STANDARD 4: TECHNOLOGY COMMUNICATIONS TOOLS

Building on productivity tools, students will collaborate, publish, and interact with peers, experts and other audiences using telecommunications and media.

READINESS (Kindergarten)

No concepts identified for this level

FOUNDATIONS (Grades 1-3)

Students know and are able to do the following:

- **4T-F1. Communicate with others using telecommunications, with support from teachers, family members or student partners**

See: Language Arts (W-F4)

PO 1. Communicate information electronically with support from teachers, family members or student partners (e.g., e-mail, videoconferencing, Web page)

- **4T-F2. Use technology tools for individual and collaborative communication activities to share products with audiences inside and outside the classroom**

See: Language Arts (W-F1)

PO 1. Plan, design, and present an academic product to classroom or community (e.g., slide show, progressive story, drawings, story illustrations, video production, digital images)

ESSENTIALS (Grades 4-8)

Students know and are able to do all of the above and the following:

- **4T-E1. Use telecommunications efficiently and effectively to access remote information and communicate with others in support of facilitated and independent learning**

See: Language Arts (W-E3-E6)

PO 1. Communicate independently via e-mail, Internet, and/or videoconference with people in a remote location (*For Internet safety see Technology 2T-E1*)

- **4T-E2. Use technology tools for individual and collaborative writing, communication and publishing activities to create curricular related products for audiences inside and outside the classroom**

See: Language Arts (W-E2-E7, LS-E)

PO 1. Plan, design and present an academic product using technology tools (e.g., multimedia authoring, presentation software, digital cameras, scanners, projection devices)

- **4T-E3. Collaboratively use telecommunications and online resources**

See: Arts {Theatre} (2AT-E1) and Social Studies (ISS-E8, PO2, grades 6-8)

(For Internet safety issues see Technology 2T-E1)

PO 1. Request collaborative exchanges among people in local and/or remote locations (e.g., e-mail, online discussions, Web environments)

PO 2. Communicate electronically to collaborate with experts, peers and others to analyze data and/or develop an academic product (e.g., e-mail, discussion group, videoconferencing)

PO 3. Present an academic product to share data and/or solutions (e.g., Web site, multimedia presentation, video)

PROFICIENCY (Grades 9-12)

Students know and are able to do all of the above and the following:

- **4T-P1. Routinely and efficiently use online information resources to meet needs for collaboration and communications**

See: Language Arts (W-P2-6) and Workplace Skills (1WP-P5)

PO 1. Using criteria for research in Standard 5, create an end product (e.g., multimedia presentation, publication, Web page) to disseminate the information

- **4T-P2. Manage and communicate personal and professional information utilizing technology tools and resources**

See: Language Arts (W-P2-6) and Workplace Skills (7WP-P1, 1WP-P3)

PO 1. Plan and present a product appropriate to the task

- **4T-P3. Using technology, collaborate with peers, experts, and others to contribute to a content-related knowledge base**

See: Workplace Skills (1WP-P3-6 and P9, 4WP-P1)

PO 1. Contribute digitized material (e.g., video interviews, scanned pictures, text, and graphic information) to a project archive and create links to resource material

PO 2. Conduct e-mail interviews with content experts

PO 3. Consider several methods and choose the best for building group collaboration in research, communication and presentation among students in physically separated schools

DISTINCTION (Honors)

Students know and are able to do all of the above and the following:

- **4T-D1. Use technology to compile, synthesize, produce, and disseminate information, models, and other creative works**

See: Language Arts (LS-D) and Workplace Skills (1WP-D4)

- **4T-D2. Participate in a student think-tank simulation to solve a technology-based problem**

See: Workplace Skills (1WP-D5, 4WP-D1)